



Ruler: His Lofty Grace, Larrangin, the Margrave of Bissel

Major Towns: Pellak (capital), Beruak, Clunther, Dimhaven, Dountham, Ebbenant, Falsford, Sareden, Wrekin, Thornward (former capital – shared with Ket, Veluna, Gran March)

Kingdom Alignment: Lawful good, lawful neutral, neutral, neutral good

Major Religions: Heironeous, Zilchus, Fharlanghn, Geshtai, Rao, Istus

Allies: Gran March, Keoland, Veluna, Knights of the Watch, Knights of Dispatch

Enemies: Ket, the Empire of Iuz

Welcome to the March of Bissel, the crossroads of the Sheldomar Valley, the gateway between three very different regions of Oerth (the Sheldomar Valley, the Baklunish West, and the rest of the Flanaess). The lands that comprise Bissel have been repeatedly settled and invaded by Baklunish, Oeridians, and Suloise peoples throughout their history. Bissel is a hodgepodge of many cultures, but centuries of invasions have made the citizens of Bissel fairly untrusting of foreigners. The recent invasion by the forces of Ket, which have since

been forced out of Bissel, and the selection of the new Margrave by the Gran March-based Knights of the Watch have brought the people of Bissel to a crossroads in history, a potential turning point in the lives of all its citizens. Who knows where it may lead?

BISSEL – A QUICK TOUR

Bissel occupies the northernmost part of the Sheldomar Valley. It lies on a wide plain bounded by the Dim Forest in the southwest, the Barrier Peaks in the west and northwest, the Fals River in the north, the Lorridges in the east, and an irregular border with Gran March in the south, which runs part of its way along the Geat River.

Although Bissel is ruled by the Margrave, the balance of power has always resided with the knight-barons. There are 26 knight-baronies in Bissel, and each of the barons has his own goals and agenda. The Margrave has the power to make decisions for the March, but his decrees have little power if the barons do not support his decision. The barons, along with the Margrave and the mayors of the nine townships, form the Bissel Ruling Council, with each member having one vote. The Margrave appoints new barons in the event of a death without an heir, and the barons select a new Margrave in the event of his or her death without an heir.

Bissel's two major rivers are the Fals and the Realstream. The Fals River is an extremely important part of Bissel's economy and is filled with barge traffic all year long. The Realstream suffers from flashfloods in the spring, which led to the building of Dimhaven, a town suspended in the trees of the Dim Forest.

Bissel has two major highways: Watchtower Road, which runs from Thornward to Pellak to Hookhill along the Lorridges, and Fals Road, which runs from Thornward to Falsford to Mitrik along the Fals River.

It is 591 CY, and much is afoot in Bissel:

- ❖ Thornward has been occupied by forces from Bissel, Ket, Veluna, and Gran March since the end of the Ketite occupation of Bissel in 589 CY. Bissel's eventual recovery of Thornward is a major goal of the Margrave and the Bissel Ruling Council.
- ❖ Tensions are high in Bissel. The Baklunish of Bissel are blamed by some for actions by Ket during the war. There are rumors of a new proposal by the Margrave to tax citizens of Baklunish descent to pay for the destruction caused by Ket. And the Margrave has already approved a policy of homesteading in the north for exiles of the Ketite occupation, which has resulted in the reassignment of many tracts of land that formerly were possessed by Baklunish citizens.
- ❖ The appointment of new barons by the Margrave to replace those killed during the Ketite invasion has met with much opposition, since the appointments were made without the approval of the Ruling Council. Furthermore, the fact that all of the appointees are pro-Knights of the Watch is not lost upon the pro-Veluna and Baklunish barons.
- ❖ Bissel's defenses are in serious need of repair. The Border Companies, Bissel's four famed mercenary forces, are being reorganized after their defeat and disbanding during the war. Many fortifications destroyed by Ket need to be rebuilt. The Knights of the Watch are heavily involved in this ongoing project.
- ❖ Many barons (and their unmarried sons) are pursuing the hand of Jasmine Besselar, daughter of Baron Darius Besselar. The Besselar women are famous for their beauty and business acumen, and men who marry them usually find their own power and wealth increased tenfold soon after the marriage. Invitations to the gala ball at the end of the Grand Festival, an immense public festival held by the Besselars, will be even more sought after than ever before.

It is an exciting time to be an adventurer in the March of Bissel. Your nation needs your help to repair the damage of the Ketite occupation and rebuild the defenses of this once strong country. Attacks by evil humanoids and monsters out of the Dim Forest and Barrier Peaks are increasing, and the people of Bissel are becoming disheartened. So gather your weapons, prepare your spells, make prayers to your gods, oil your tools, ready your equipment, and gather your friends. It's time to explore Bissel, the gateway of the Sheldomar Valley. Your adventure awaits!

CHARACTER GENERATION IN BISSEL

The **RPGA® Living Greyhawk™** campaign allows you to create a character of any race and class combination in the *PH*. However, some characters fit into the culture and feel of Bissel better than others. Please take the following guidelines into account when designing your character.

BISSEL – A QUICK GUIDE

“Like a knight in Bissel:” A phrase denoting a very common occurrence. Besides the Knights of the Watch and the Knights of Dispatch, nearly every barony has its own order (or orders) of knights. Jousting is the national sport of Bissel, with many challenges occurring between orders. There are four major tournaments each year, the largest at the Grand Festival.

“Like magic among the Besselars:” A phrase denoting an impossibility or something impossible to prove or find—the success of the women of the House Besselar has led to many accusations of sorcery, yet all such accusations have proven false and no Besselar has ever shown any talent for magic.

“In Walgar’s Way:” A phrase denoting something done with pride, dignity, or patriotism—after the former Margrave who committed ritual suicide rather than act as a puppet for Iuz and Ket.

The Pig or Swine Baron: A joking reference to Baron Talek Erisvalt of the Barony of Skogend. The barony is the only major source of truffles and rare fungi in Bissel and most of the Sheldomar Valley. The family symbol of the Erisvalts is a truffle-sniffing pig.

Bissel Coinage: Griffon (pp), Lion (gp), Eagle (ep), Stag (sp), Roc (cp).

- ◆ Your characters do not have to be native-born to Bissel, but if they are not natives, you should decide on a reason why Bissel is their current homeland.
- ◆ Your characters cannot begin the campaign with any official titles or deeds to land or unusual property. They cannot start the campaign as nobles or as members of any special organization or order of knights. These are all things which can only be earned through participation in the campaign over time.
- ◆ Characters will receive the opportunity to join special organizations and orders (such as the Knights of the Watch, Knights of Dispatch, and Border Companies) as they advance in experience and fame. These opportunities will be explained in more detail as the campaign progresses.
- ◆ Bissel is a predominantly human nation, evenly split amongst people of Baklunish, Oeridian, and Suloise descent. There are a number of mountain dwarf communities in the Barrier Peaks and hill dwarf communities in the Lorridges. Gnomes and stout halflings are found in the Lorridges as well. Sylvan elves are found in and around the Dim Forest. If you want to create a character of any other race, it should be considered an immigrant to Bissel rather than a native-born character.
- ◆ Half-orcs are uncommon in Bissel and are subject to dislike and distrust; they are not recommended as a PC race due to the prejudices they will face in day-to-day interaction with the people of Bissel.
- ◆ Monks are uncommon in Bissel. Most monks are immigrants to Bissel from foreign lands, although there are some native-born monks in Bissel.
- ◆ Barbarians are rare in Bissel. No barbarian is a native to Bissel; they must be immigrants from foreign lands.
- ◆ Most citizens of Bissel worship one of the following deities: Heironeous, Zilchus, Fharlanghn, Geshtai, Rao, or Istus. PCs can worship other deities and clerics can follow other deities, but only the powers mentioned above have significantly organized religions in Bissel at this time.
- ◆ No characters of evil alignment are permitted.

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Vacant Triad Position

*HTTP://BISSEL.OERTH.COM is the official site for information about the **RPGA® Living Greyhawk™** campaign in the New England states (CT, RI, MA, NH, VT, ME). Please check the site for more information about role-playing in the March of Bissel.*